

Classes: Thief, Warrior, Tactician, Mage

Thief: +1 on resources and +1 on spies

Warrior: +2 on soldiers

Mage: gets better cards

Tactician/Commander: gets 1 extra soldier and 2 extra followers per turn.

You start with 10 followers

Explanation:

So you start as 1 of the 4 classes listed above (each person draws a card at the start of the game and you are the class written on that card) you go around a big game board and claim land by amassing armies and resources.



Turns:

On your turn you can choose to invade a country neighbouring you. Countries written in green text are quite easy to invade, yellow are harder, and red are much more difficult. The yellow and red countries fight back, and the green countries barely do. When you successfully invade a country, you gain resources. These resources are determined by dice. Roll 1 d10 for the base, and a d10 for the exponent. If you roll a 0 on the d10, then the 0 exponent law comes into play. Each country has a fixed amount of followers to gain. You can use resources you gain to upgrade followers to soldiers. Soldiers are twice as powerful than followers. You can upgrade one soldier with 150 resources.



Invading:

You invade countries by having more soldiers/followers. Each country has a set amount of soldiers to gain. Numbers are listed below. If you have more followers then you need to roll higher than 10 on a d20. Every time you fail a roll 1/4 of your soldiers die

Follower Numbers:

Green Countries: 10 followers

Yellow Countries: 30 followers

Red Countries: 90 followers

Invading Occupied Countries:

You can also try to invade a neighbouring country that is occupied by another player. Whoever has a bigger army (throughout all the players countries) gets the singular country. (Ex. Player 1 is trying to invade country x. Player 2 is in country x. Player 1 has more soldiers throughout all the countries they have over player 2 who has less throughout all their countries. Player 1 gets country x) when you claim a country, then you get the amount of followers that is set for that country. The person who previously occupied that country loses the amount of followers for that set country. You win by claiming all the land. You are out of the game if you have no land left.

Cards:

If you roll a 1 on a d4 when you invade a country then you draw a card.



Sinkhole:

If you draw this card then roll 4 dice and use the numbers for the exponent law of division, then take your result and divide your army by that number.

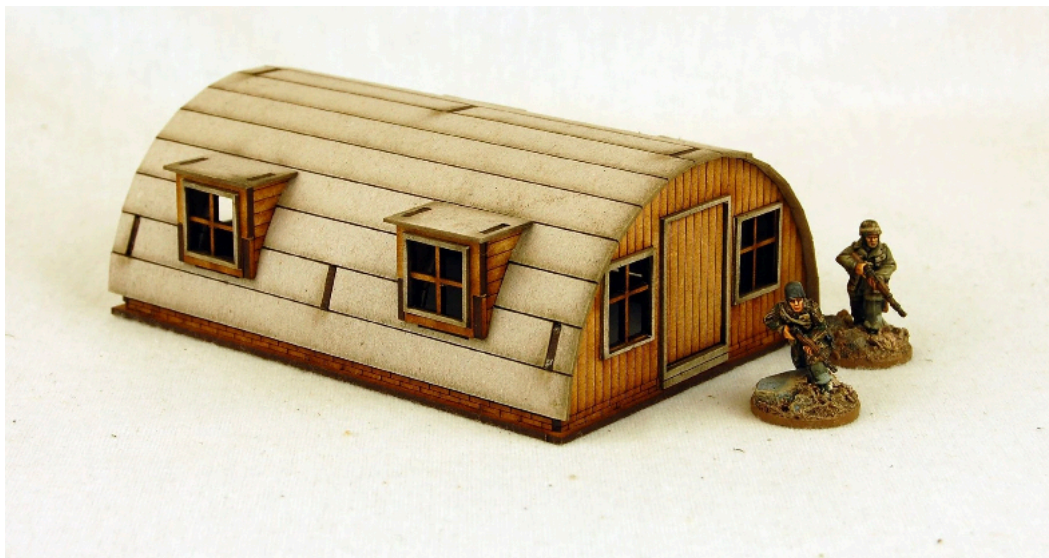
Duplication spell :



If you get this card and you are a mage, then roll 4 dice and use the numbers for the exponent law of multiplication, then add your result to the amount of troops you have. If you are not a mage, then redraw



Lightning: if you are a mage and you receive this card then subtract 5 of the opponent's troops, if you are not a mage then roll and if you roll a 4 or above subtract 5 of your troops, if not then subtract 5 of the opponent's troops.



Mobile training camp:

Every turn you add 1 soldier growing exponentially to your army every turn for 3 turns. If you are a Commander then the training camp lasts for 5 turns. If you are a Warrior then you start with 2 soldiers every turn and it lasts for 3 turns.



Infiltrator:

You roll a d4 and whatever you roll is the number of troops that the enemy has to give you because they are actually your spies



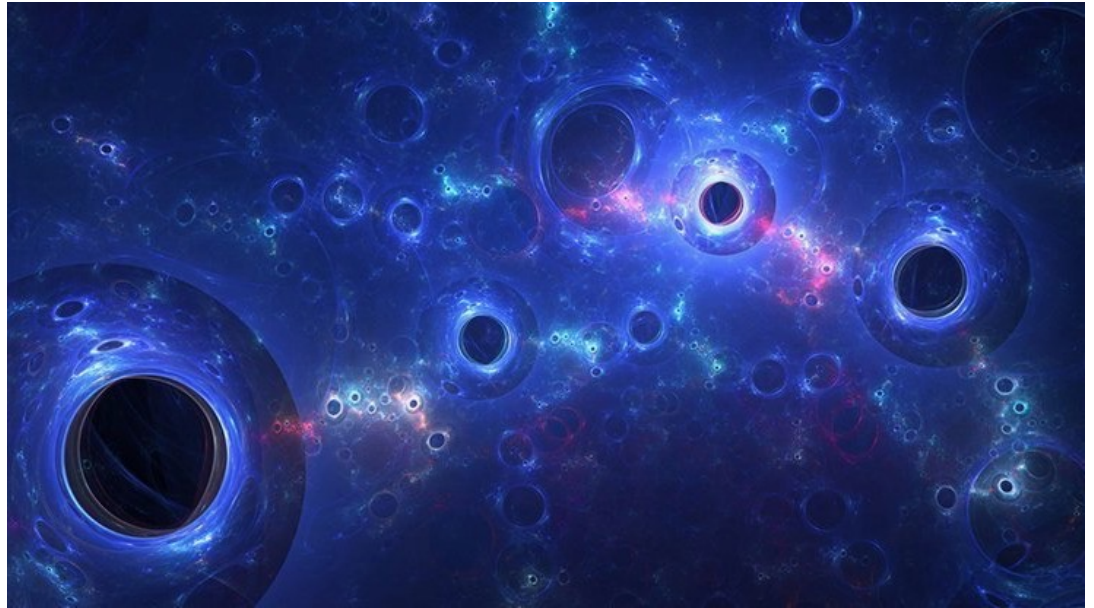
Fireball:

You can attack over one country. If you are in a country, then you can attack someone in a country 2 spaces over from you. You roll 3 d6's, you then subtract that number from the countries you are attacking. If you are a mage you can attack country 3 spaces over from y



Treasure Trove:

You roll 3 D12's and use those numbers for the power of a product rule. Then add that number to your resources.



Dark Magic:

This card can only be used by a mage. Roll a d4 and if you get a 1 or a 2 then summon Dark Army soldiers that 2x as much damage as a normal soldier and has 2 health. This card works like the training camp. You summon 1 Dark Army soldier that grows exponentially. To find out



how long the summoning circle lasts then roll a d6. 🎲 If you roll a 6 then you summon The Dark Mage. The Dark Mage has 30 health and does 2 damage to enemy soldiers each turn.

Satan's smite (only use by mage):
Summons a red lightning bolt. Roll a d6 to see how many enemies you hit.

